# Particle 2D (Particle 2D Editor)

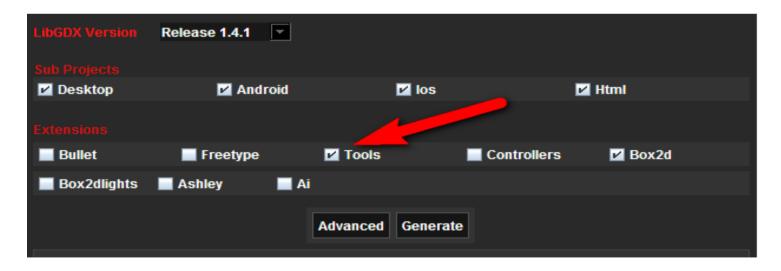
## INTRODUCTION

### What Is Particle 2D Editor

Particle 2D Editor is a tool for design our animation 2D

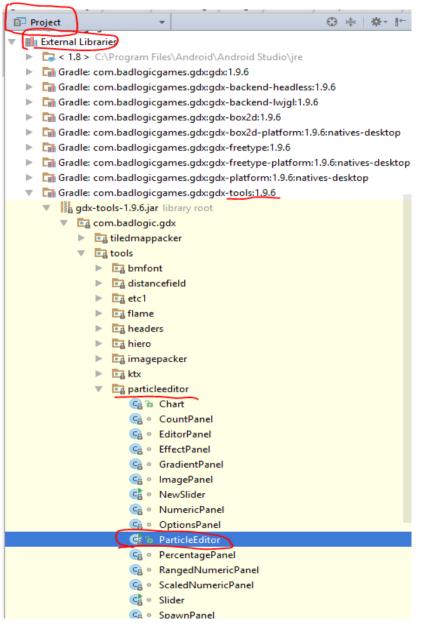
### What We Need?

Only we need execute Gdx runnable for create our project and check tools(Extensions)





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Name: ParticleEditor	Share Single instance only
Configuration   Code Coverage   Logs	
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### **BASIC IMPLEMENTATION**

# **First Steps**

• Step 1: Create a object instance and initialize

```
Private ParticleEffect particle = new ParticleEffect();
```

Step 2: Load the ParticleEffect in show() method

```
particle.load(
    Gdx.files.internal("ParticleFileName"),Gdx.files.internal(""));
```

Step 3: Positioning ParticleEffect and start it in show() method

```
particle.getEmitters.first.setPosition(
Gdx.graphics.getWidth() / 2,Gdx.graphics.getHeight() / 2);
particle.start();
```

# Step 4: Drawing the ParticleEffect

```
particle.update(delta);
batch.begin();
particle.draw(batch);
batch.end;
```